

Figure 1
PRIOR ART

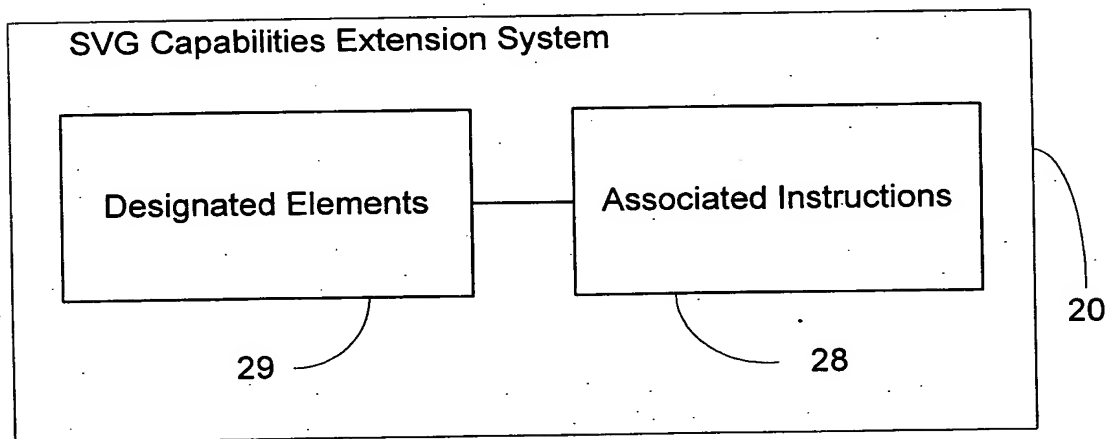


Figure 2

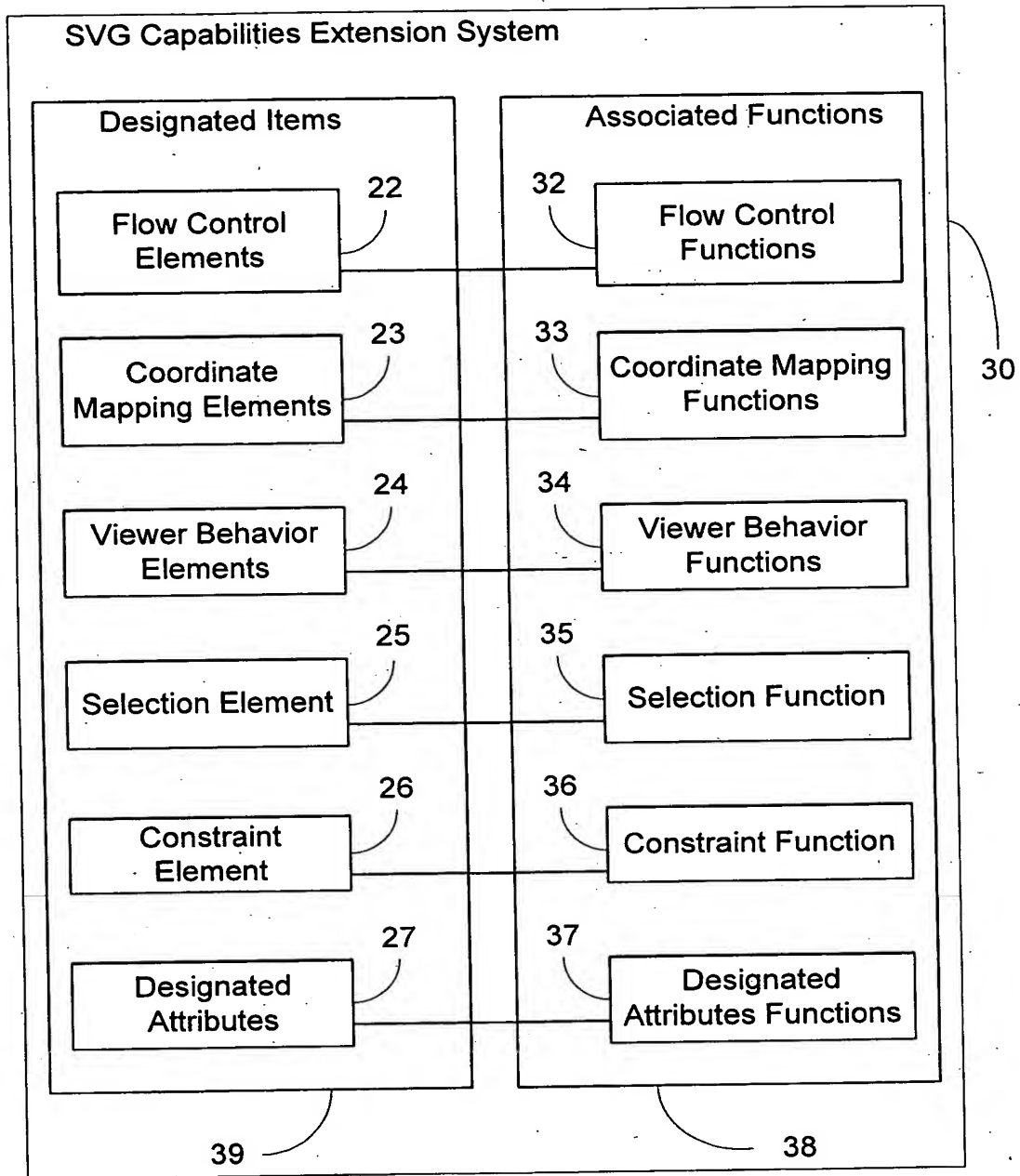


Figure 3

dSVG sample behavior: condition - if

☒ CheckBox

☐ Check State

Check box selected state is true.

Content of file: dsvg:checkBox, dsvg:Button, dsvg:if, dsvg:setData
The dsvg:if element executes or renders child elements based on a conditional if statement. (true/false)

Figure 4

dSVG sample behavior: condition - switch

Spin box

Switch: CASE for values 1,2,3

Switch: DEFAULT for other values

In all cases, the value will be reflected in the Label.

Value is two

Content of file: dsvg:spinBox, dsvg:switch, dsvg:case, dsvg:default

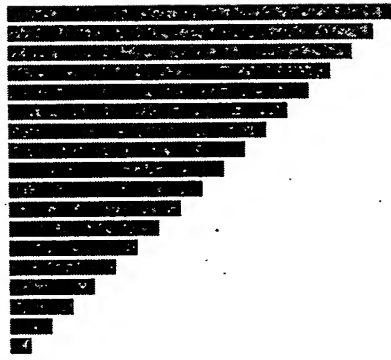
The dsvg:switch element compares conditions of the child dsvg:case element(s) along with the dsvg:default element values.

Figure 5

dSVG sample behavior: loop

of times through the loop: 18

Loop Count

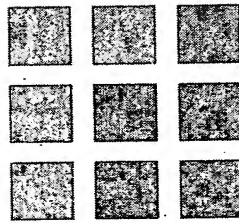


Content of file: dsvg:loop, dsvg:button, dsvg:setData, dsvg:setAttribute
The dsvg:loop element is a sequence of instructions that is continually repeated until a certain condition is reached.

Figure 6

dSVG sample behavior: timer

basic



Selecting the button in the top portion will set the cx attribute for the circle.

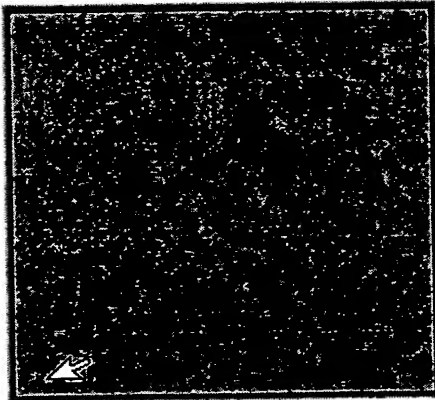
The bottom set of rects has 2 timer applied.

1 moving forward to set each consecutive rect green. 1 starting at the last rect moving backwards turning each rect blue.

Figure 7

dSVG sample behavior: mousePosition

Target Rectangle



Relative Position	Absolute Position
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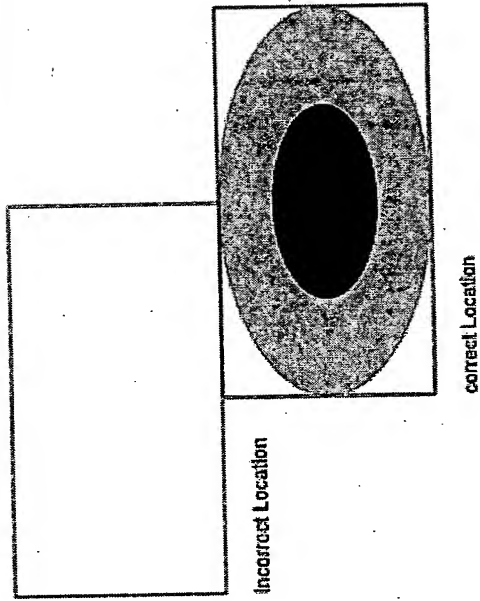
X= 10	X= 60
-------	-------

Y= 16	Y= 86
-------	-------

Content of file: dsvg.mousePosition, dsvg.setData
The dsvg.mousePosition element defines a container for holding the current mouse coordinates.
The coordinates can be tracked relative to the document or absolute to the parent element.

Figure 8

dSVG sample behavior: mapCoords

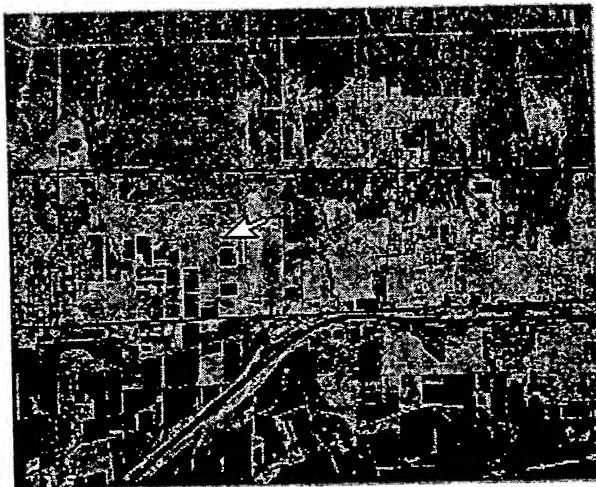


Content of file: dsvg.mapCoords, dsvg.pointPair, dsvg.setAttribute
The dsvg.mapCoords element defines an object used for mapping from one coordinate space to another.
The resulting coefficients are determined by the coordinates of the point-pairs (child) elements.

Figure 9

dSVG sample behavior: mapProj

Target Image



x,y: 126.5, 101

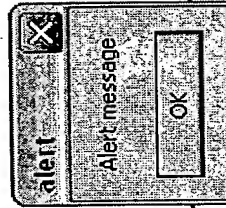
UTM: 348624, 3536350

Lat/Long: '31° 57' 10.92"W' '106° 36' 6.16"W'

Content of file: dsvg:mapProj, dsvg:mapCoords, dsvg:mapCoords, dsvg:pointPair, dsvg:setData, dsvg.mousePosition
The dsvg:mapProj element defines an object used for mapping coordinates from one project system to another.
For example, "latlong" can be mapped to "UTM".

Figure 10

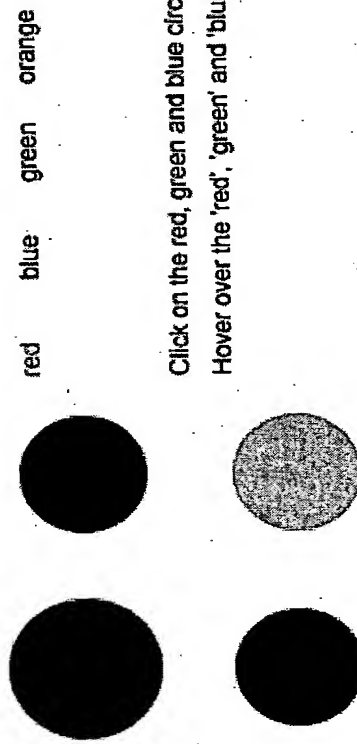
dSVG sample behavior: alert



Content of file: dsvg:button, dsvg:alert
The dsvg:alert element is a dialog box used to display a custom message.

Figure 11

dSVG sample behavior: focus - with added attributes focusGroup and focus



Click on the red, green and blue circles to set focus.

Hover over the 'red', 'green' and 'blue' text elements to set focus.

The red, blue, green circles are part of the focusGroup. The orange circle is not.

Content of file: dsvg:focus, dsvg:setTransform, dsvg:setAttribute, dsvg:setStyle, (added attributes dsvg:focus, dsvg:focusGroup)
The dsvg:focusGroup attribute adds the ability to store the ID of similar type elements that are assigned to that group.
Default focus can be given to an element (red circle above) by adding the dsvg:focus attribute to that element.

Figure 12A

dSVG sample behavior: focus - with added attributes focusGroup and focus

red blue green orange



Click on the red, green and blue circles to set focus.

Hover over the 'red', 'green' and 'blue' text elements to set focus.



The red, blue, green circles are part of the focusGroup. The orange circle is not.

Content of file: `dsvg:focus`, `dsvg:setTransform`, `dsvg:setAttribute`, `dsvg:setStyle`, (added attributes `dsvg:focus`, `dsvg:focusGroup`)
The `dsvg:focusGroup` attribute adds the ability to store the ID of similar type elements that are assigned to that group.
Default focus can be given to an element (red circle above) by adding the `dsvg:focus` attribute to that element.

Figure 12B

dSVG sample behavior: action and listener

Click the button(s) to execute the behaviors.



1. Sample of an indirect 'action' / listener' observed by a UI Control.

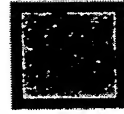


2. Sample of a direct 'action' set up as child of the UI Control.

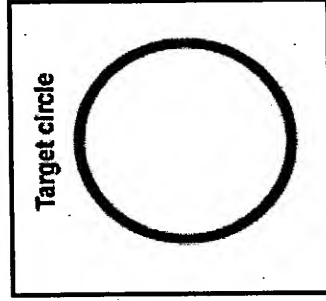
Mouseover the SVG shapes to execute the behaviors.



3. Sample of an indirect 'action' / listener' observed by a basic SVG element.



4. Sample of a direct 'action' set up as a child of a basic SVG element.



Content of file: dsvg:action, dsvg:listener

The dsvg:action element is a container for other dSVG behavior elements.

Actions can be associated indirectly using a listener element, or they can be set up directly as a child of an observing element.

Figure 13A

dSVG sample behavior: action and listener

Click the button(s) to execute the behaviors.



1. Sample of an indirect 'action / listener' observed by a UI Control.



2. Sample of a direct 'action' set up as child of the UI Control.

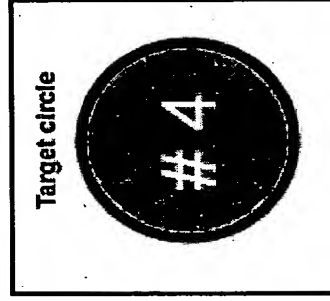
Mouseover the SVG shapes to execute the behaviors.



3. Sample of an indirect 'action / listener' observed by a basic SVG element.



4. Sample of a direct 'action' set up as a child of a basic SVG element.



Content of file: dsvg:action, dsvg:listener

The dsvg:action element is a container for other dSVG behavior elements.

Actions can be associated indirectly using a listener element, or they can be set up directly as a child of an observing element.

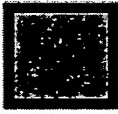
Figure 13B

dSVG sample behavior: variable

width = 50



width = 50



Note: Once the button is selected, setAttribute is applied to the blue rect so width="previous '\$varRect' value"

$\$varRect = \text{redRect@width} + \text{blueRect@width}$

New Variable

$\$varRect = 100$

Content of file: dsvg:variable
The dsvg:variable element is able to assume different values.
Selecting the button will set a new value for the 'variable' (\$varRect).

Figure 14A

dSVG sample behavior: variable

width = 50



width = 100



Note: Once the button is selected, setAttribute is applied to the blue rect so width="previous 'SvarRect' value"

$SvarRect = redRect@width + blueRect@width$

New Variable

$SvarRect = 150$



Content of file: dsvg:variable

The dsvg:variable element is able to assume different values.

Selecting the button will set a new value for the 'variable' ($SvarRect$).

Figure 14B

dSVG sample: Share element

List box: (default attributes with the added attribute dsvg:share)

STOP
YIELD
GO

Combo box: (default attributes with the added attribute dsvg:share)

STOP
YIELD
GO

The share element is used to share a group of items with multiple elements.

This document shares the same set of items with the combo box and the list box.

Associate a share element with other elements by adding a dsvg:share attribute to the element that references the share element.

Figure 15

dSVG sample: drag (added attribute)

Select each of the objects and attempt to drag to another position.

Blue circle has drag="true"



Button has drag="true"



Red circle has drag="false"



Button has drag="false"



Content of file: dsvg:drag

The dsvg:drag attribute is applied to elements to set the drag to either true or false.

Figure 16A

dSVG sample: drag (added attribute)

Select each of the objects and attempt to drag to another position.

Blue circle has drag="true"



Button has drag="true"



Red circle has drag="false"



Button has drag="false"

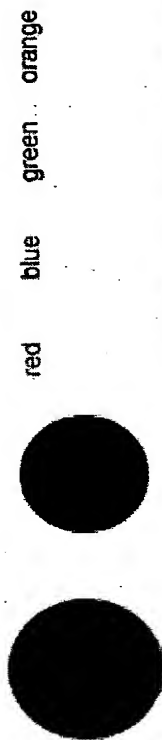


Content of file: dsvg:drag

The dsvg:drag attribute is applied to elements to set the drag to either true or false.

Figure 16B

dSVG sample behavior: focus - with added attributes focusGroup and focus



Click on the red, green and blue circles to set focus.

Hover over the 'red', 'green' and 'blue' text elements to set focus.



The red, blue, green circles are part of the focusGroup. The orange circle is not.

Content of file: dsvg:focus, dsvg:setTransform, dsvg:setAttribute, dsvg:setStyle, (added attributes dsvg:focus, dsvg:focusGroup)
The dsvg:focusGroup attribute adds the ability to store the ID of similar type elements that are assigned to that group.
Default focus can be given to an element (red circle above) by adding the dsvg:focus attribute to that element.

Figure 17A

dSVG sample behavior: focus - with added attributes focusGroup and focus

red blue green orange



Click on the red, green and blue circles to set focus.

Hover over the 'red', 'green' and 'blue' text elements to set focus.



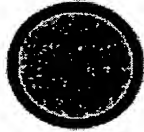
The red, blue, green circles are part of the focusGroup. The orange circle is not.

Content of file: `dsvg:focus`, `dsvg:setTransform`, `dsvg:setAttribute`, `dsvg:setStyle`, (added attributes `dsvg:focus`, `dsvg:focusGroup`)
The `dsvg:focusGroup` attribute adds the ability to store the ID of similar type elements that are assigned to that group.
Default focus can be given to an element (red circle above) by adding the `dsvg:focus` attribute to that element.

Figure 17B

dSVG sample: zoomAndPan (added attribute)

Select the Zoom In / Zoom Out buttons.



dsvg:zoomAndPan attributes applied to: Red circle (disabled) Blue circle (magnify)

Content of file: dsvg:zoom, dsvg:zoomAndPan

The dsvg:zoom element will zoom in / zoom out by the amount specified in the scale attribute.

Figure 18A

Select the Zoom In / Zoom Out buttons.

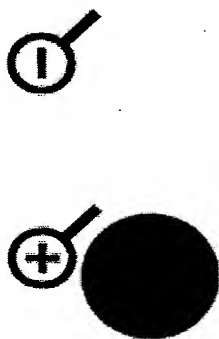


Figure 18B

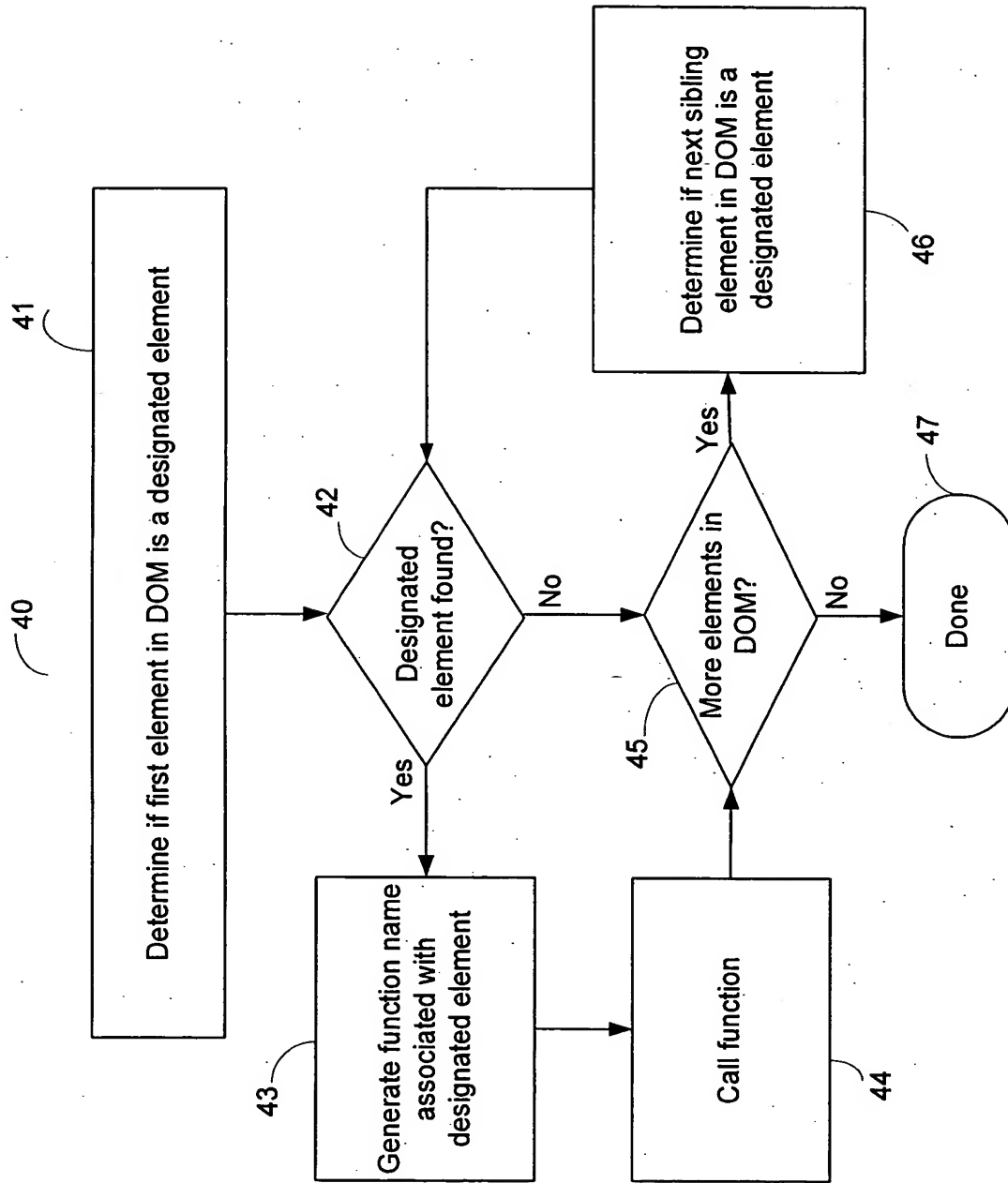


Figure 19

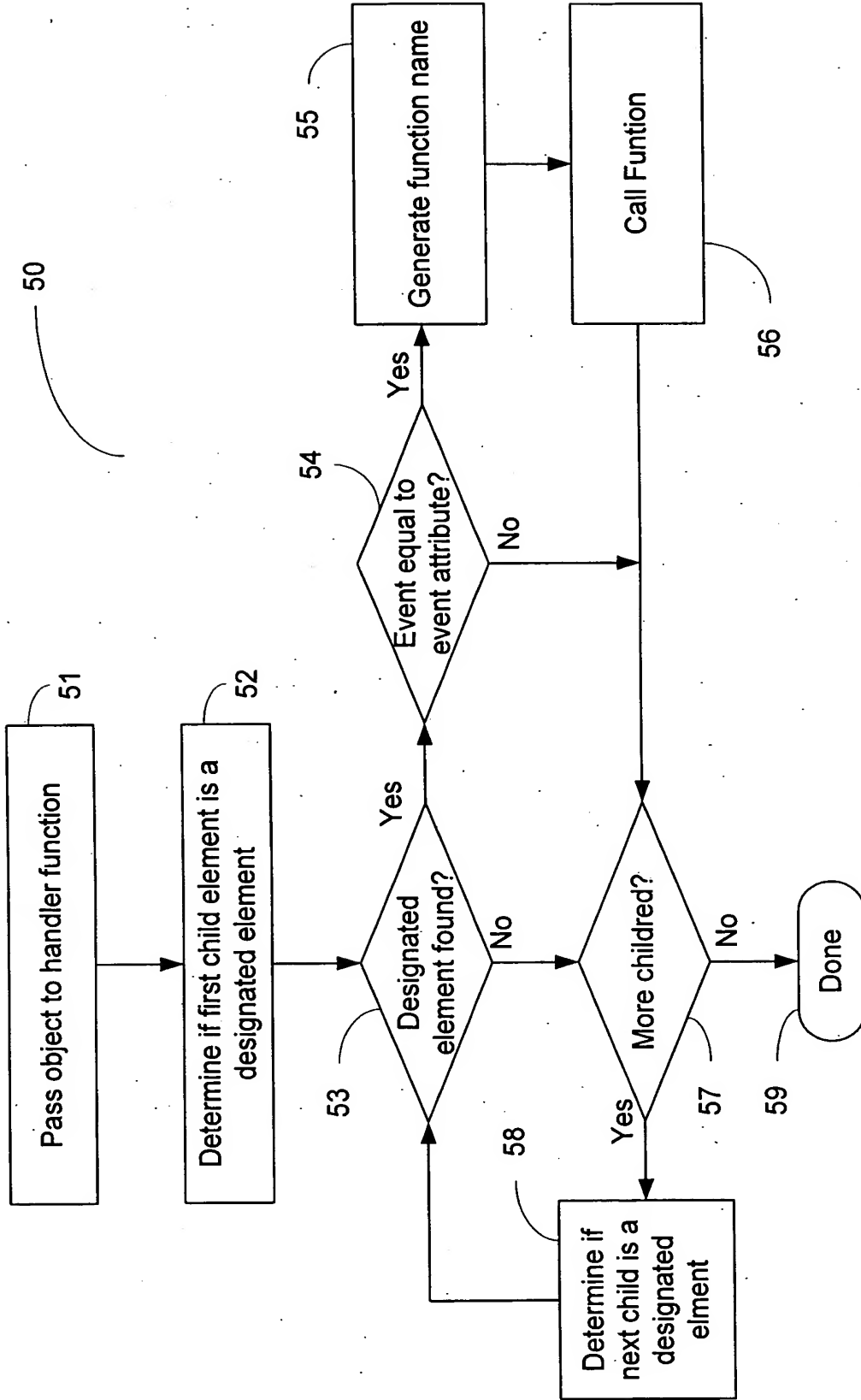


Figure 20

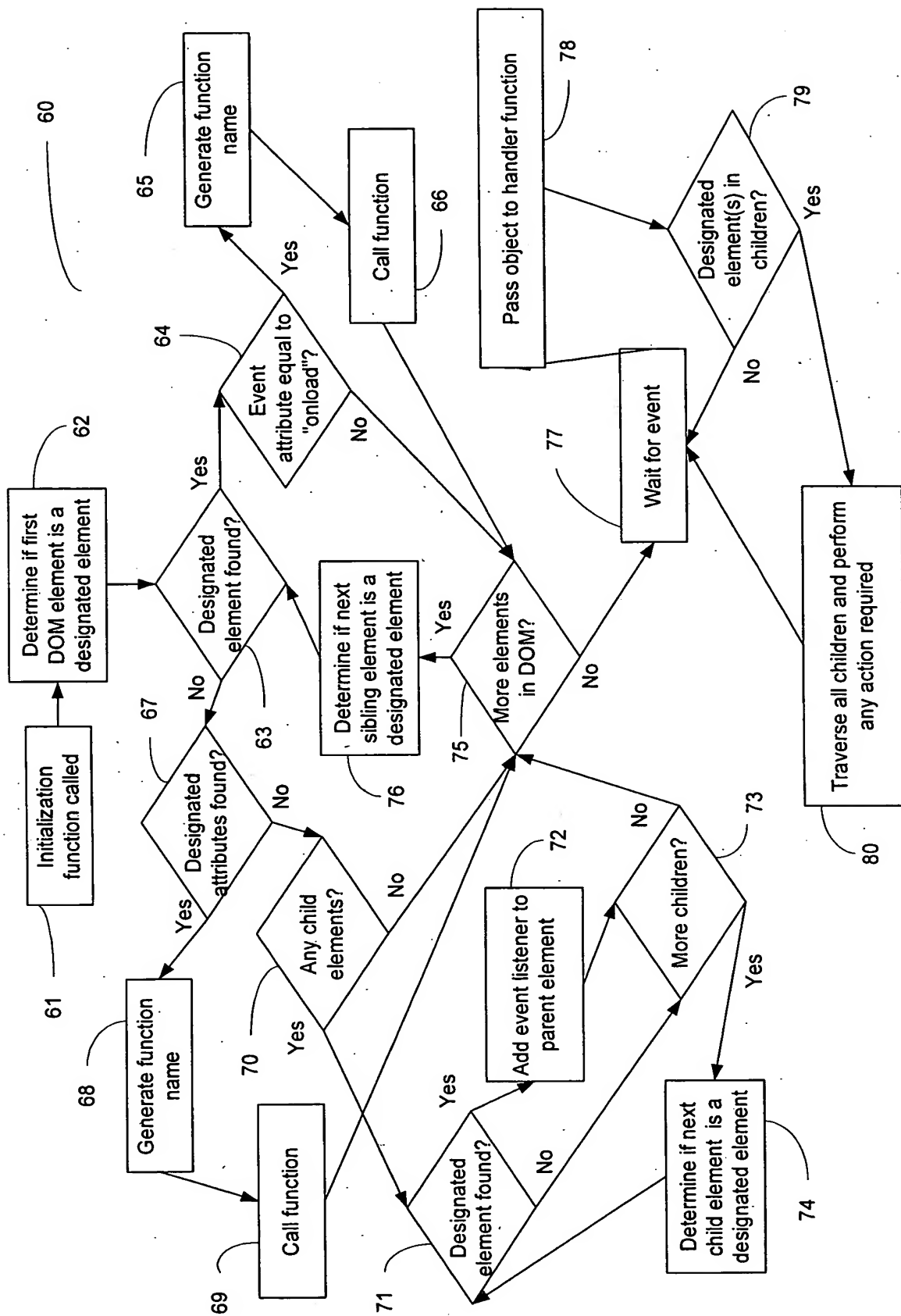


Figure 21